



# HOW TO ATTRACT SOCIAL CASINO GAMERS

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INSIGHTS INTO THIS VALUABLE MARKET

**newzoo**  
GAMES

AUGUST 2016

# ABOUT NEWZOO'S SOCIAL CASINO RESEARCH

## FRANCHISES, COUNTRIES & DATA

Newzoo's Social Casino Research allows you to track the demographics, preferences, playing behavior, spending habits, franchise funnel (from awareness to played to favorite aspects), and more of social casino gamers\*. Additionally, it allows our subscribers to cross-analyze these players using > 200 variables.

\*Gamers that have played social casino games on either a mobile device or casual/social website in the past 6 months

## COUNTRY SCOPE



US



UK



AUS

[newzoo.com/casino](http://newzoo.com/casino)

## TRACKING 77 FRANCHISES



# HOW BIG IS YOUR OPPORTUNITY?

## OVERVIEW OF SOCIAL CASINO GAMERS | PER COUNTRY

 **52%**  
payers

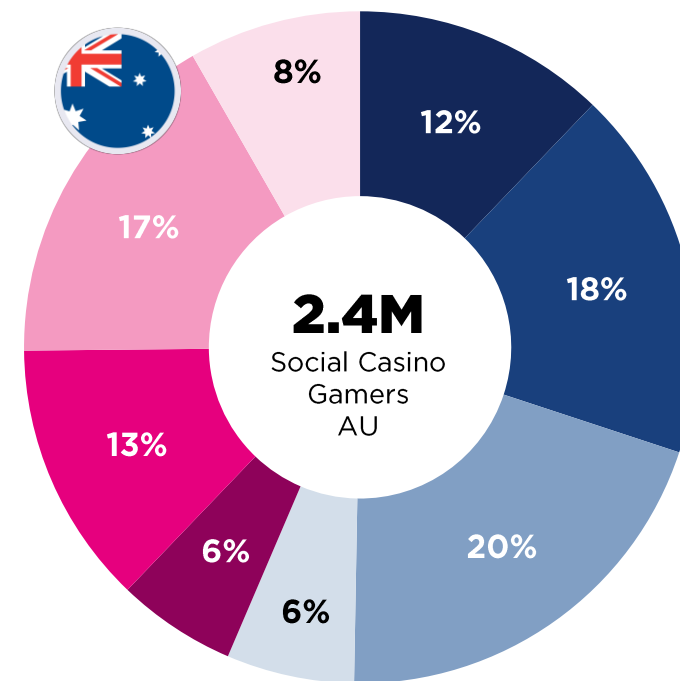
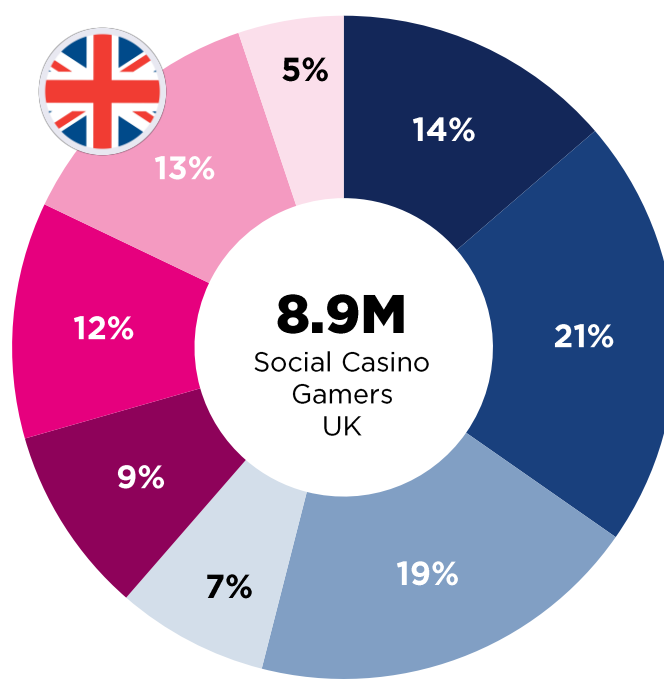
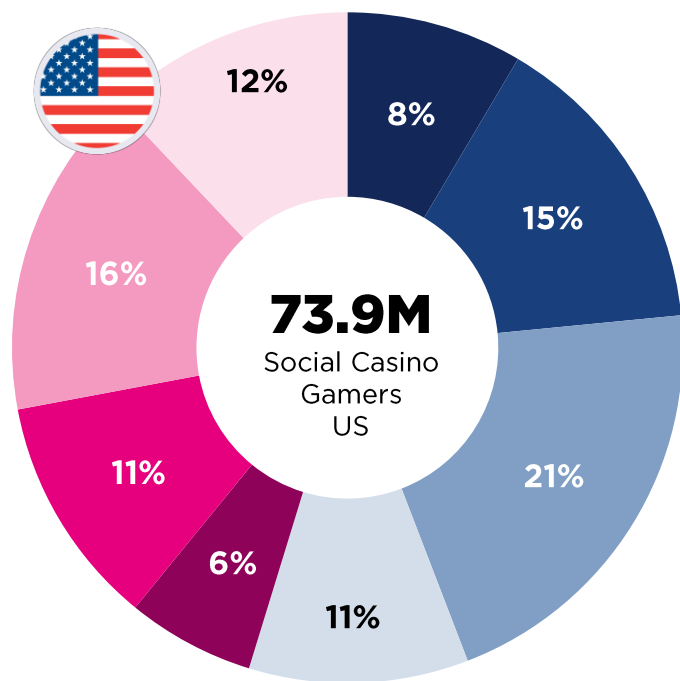
 **2.6%** of payers  
are big spenders

 **64%**  
payers

 **3.0%** of payers  
are big spenders

 **43%**  
payers

 **3.4%** of payers  
are big spenders



● M 18-25 ● M 26-35 ● M 36-50 ● M 51-70 ● F 18-25 ● F 26-35 ● F 36-50 ● F 51-70





# HOW TO ATTRACT THE RIGHT GAMERS

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4 KEY INSIGHTS

# PROFILE YOUR TARGET AUDIENCE

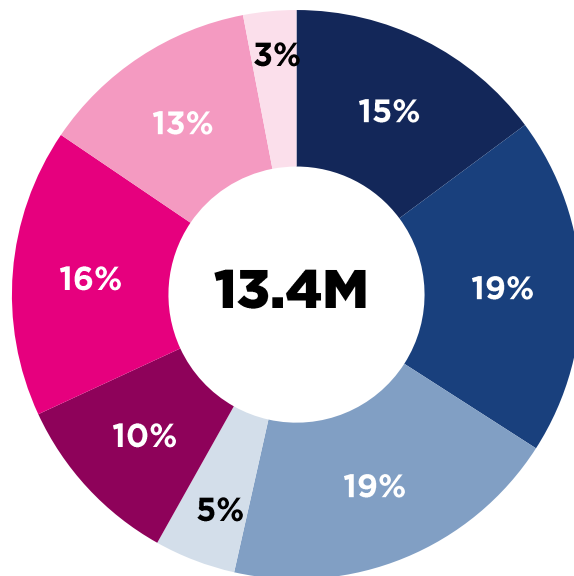
MINOR SPENDERS VS. AVERAGE AND BIG SPENDERS | US



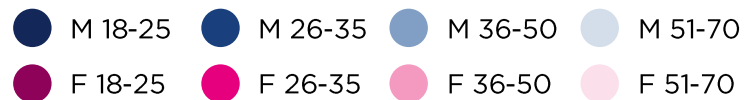
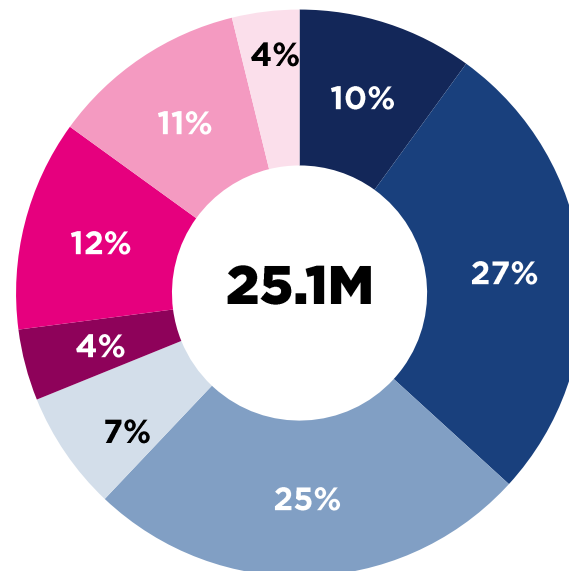
## 59%

of American average  
and big spenders  
who play GSN Casino  
are male

MINOR SPENDERS  
AGE/GENDER

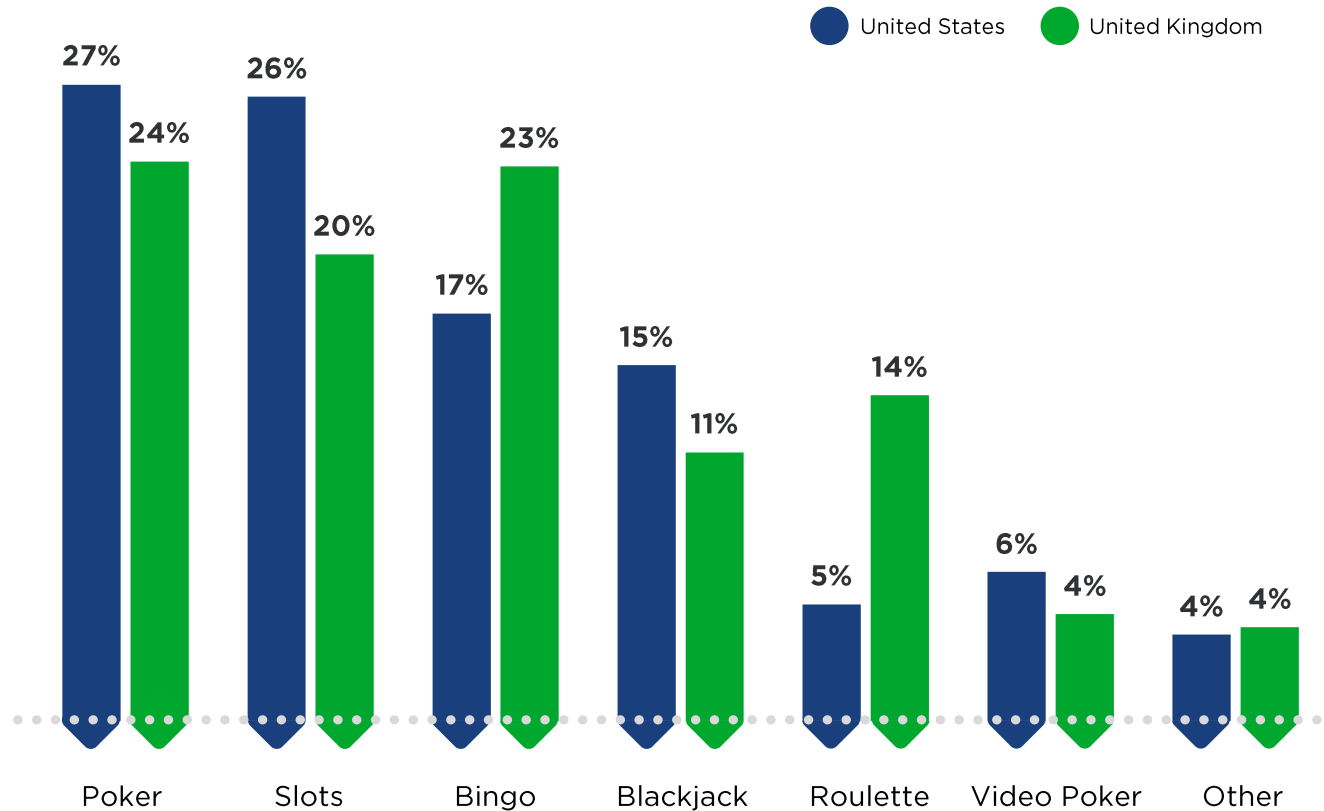
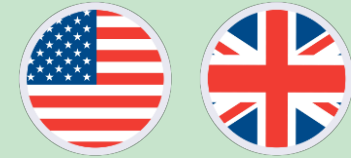


AVERAGE AND BIG SPENDERS  
AGE/GENDER



# UNDERSTAND THEIR GAME PREFERENCES

FAVORITE TYPE OF SOCIAL CASINO GAME | COUNTRY COMPARISON



## 25%

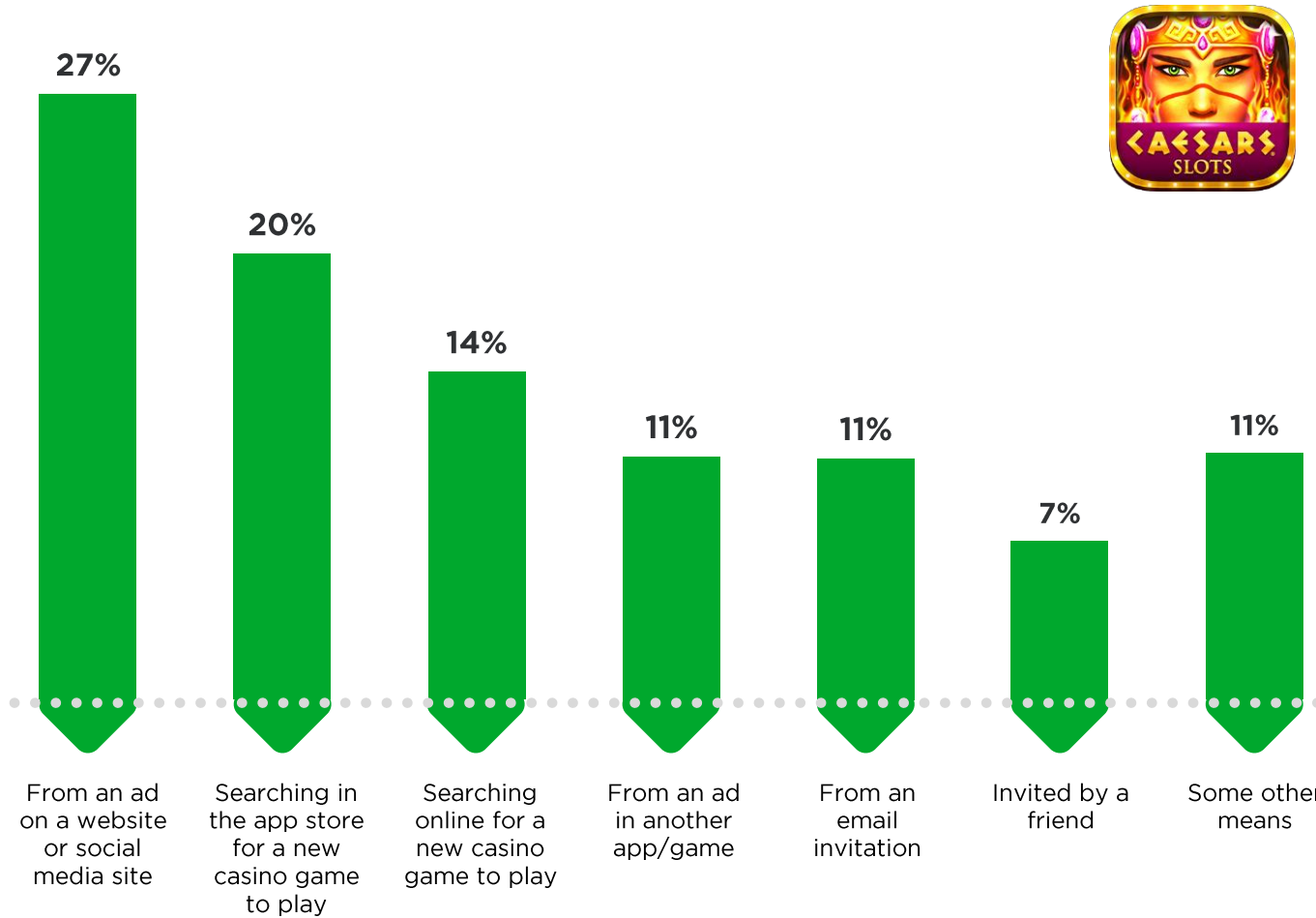
of American social casino gamers prefer **branded/pop-culture** themed slot games while

## 22%

of British social casino gamers prefer **traditional** themed slots games

# KNOW HOW THEY DISCOVER GAMES

SOURCE OF GAME DISCOVERY - CAESARS SLOTS | AU

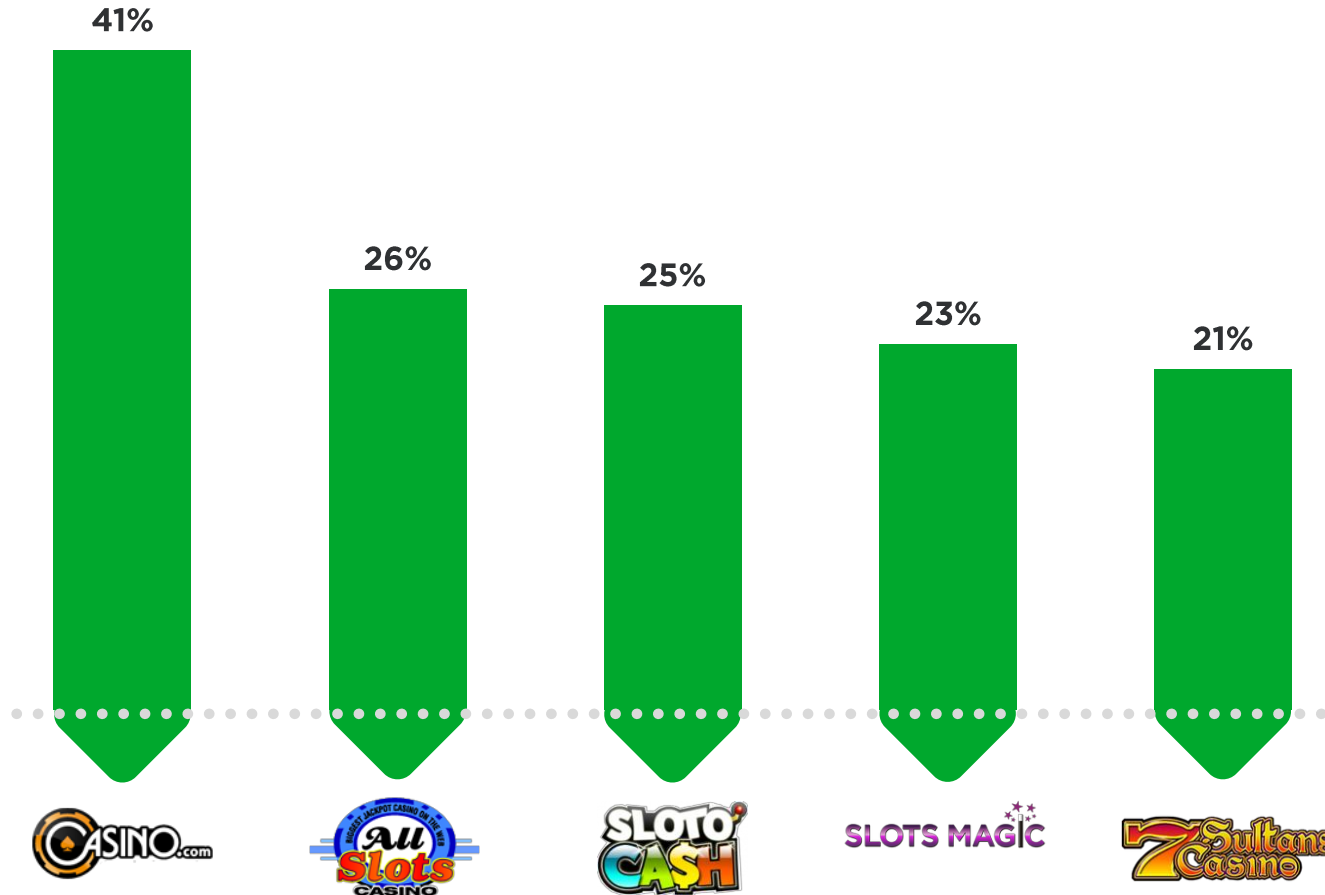


## 22%

of Gold Fish Casino Slots gamers first started playing the game while searching online for a new casino game to play

# ADVERTISE IN THE RIGHT PLACE

MOST POPULAR ONLINE CASINO WEBSITES\* | AU



## 41%

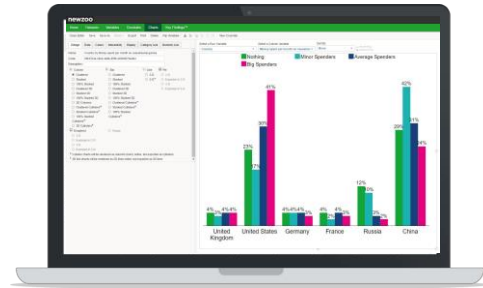
of myVegas  
Slotsgamers in  
Australia who visit  
online casino  
websites visit  
SlotoCash Casino



# ABOUT NEWZOO'S SOCIAL CASINO RESEARCH

## WHAT'S INCLUDED?

### ONLINE DATA DASHBOARD & DATASETS



EXPORT TO:  

### ANALYSIS SUPPORT



**LIZA GROENEVELD**  
VP Client Relations



**EMILY SOUZA**  
Client Director



**SANDER BOSMAN**  
VP Research

[newzoo.com/casino](https://newzoo.com/casino)

### TOPICS INCLUDED

Zooming in on gamers that play 1) Social casino, 2) Real money skill games, 3) Bingo and 4) Real money gambling:

- **Popularity of social casino game franchises:** awareness and play experience, franchise-specific topics (evaluation, time played, reason to start playing, device(s) played on, favorite aspects by franchise), overlap in franchises played, and for which franchises players pay and why they spend on one and not on another.
- **Socio-demographics:** age, gender, income, education, hobbies, main mobile brand.
- **Media behavior:** time spent on media, favorite music, most watched TV & movie genres, esports awareness & viewership, app store used.
- **Spending Behavior:** play for money at online and physical casinos, casino websites visited, betting or wagering in relation to horseracing, sports & esports, payers vs. non-payers of casino games, level of spending, reason not to spend money
- **(Social) casino game specific topics:** most important factors when searching for social casino games, preferred themes.

**UP NEXT: LOOK OUT FOR OUR NEXT REPORT ON HOW TO RETAIN THESE GAMERS AND COMPETE IN THE SOCIAL CASINO SPACE**



## ABOUT NEWZOO

Newzoo is a global leader in games, esports, and mobile intelligence. We provide our clients with a mix of market trends, financial analysis, revenue projections, consumer insights, data modelling solutions, and predictive analytics services across all continents, screens, and business models. We are proud to work for the majority of top game and esports companies along with many independent game developers and leading global technology, internet, and media companies.

**SAN FRANCISCO**

**AMSTERDAM**

**SHANGHAI**

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